MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2016/2017

MSD3013 – SOUND DESIGN II

(All sections / Groups)

10 OCTOBER 2016
9.00 a.m. - 11.00 a.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 5 pages with 5 questions only.
2. Answer **FOUR** out of **FIVE** questions. All questions have sub-questions and the distribution of the marks for each sub-question is given
3. Please write all your answers in the Answer Booklet provided.

Question 1

Sound design is the vision that harmonizes the various sound elements in a film or video with the visual story by creating the sonic character of a production. Sound design is to produce the sound track what production design is to produce the picture. Meanwhile soundscape includes the listener's perception of sounds heard as an environment: "how that environment is understood by those living within it".

The following questions will test your understanding on these topics.

a) Sound affects everything, changes the viewing experience while the other half the sound is the experience of the viewer or listener itself. Another dimension and aspect in any sound is the storytelling element. There are 2 main Philosophies in creating a successful storytelling in sound design.

List **two (2) of these philosophies** and briefly explain each of them.

[4 marks]

b) According to Landy (2012), "Our interest is now in capturing the essence of a given sonic ambiance and being able to learn from the detail so that we are better able to apply some of these elements artistically."

List down **four (4) things you may manipulate** for creating soundscapes.

[4 marks]

c) In filmmaking, ambience (also known as atmosphere, atmos, or background) consists of the sounds of a given location or space. Within this ambience sound there is a reverberation effect. Briefly describe what is **reverb** within the context of **ambience sound**?

[2 marks]

Continued .....

Question 2

Creating a sound design involves speech, sound effects, and music underscoring. During audio production everyone involved is dealing with these elements, consciously or subconsciously, and assessing their effects on perception. Sound effects (including ambience and foleys) and speech (dialogues, speech, narration and ADR) are elements that contains certain characteristics that affect our response to sound, understanding those effects is fundamental to sound design.

a) In your class assignments. You were guided to see how you could play around with the sounds in your head; focusing on things. Once you realized how much sounds can be manipulated by your mind alone, you began to realize just how much power is in the hands of a sound designer.

There are two elements that took place in generating sound design, while providing focus and guide your eyes around the screen. They are **hard effects** and **emotional effects**.

Briefly explain each of them.

[4 marks]

b) Both **diegetic sounds and non-diegetic** sounds are used in practically every movie being made today. Briefly explain each of them.

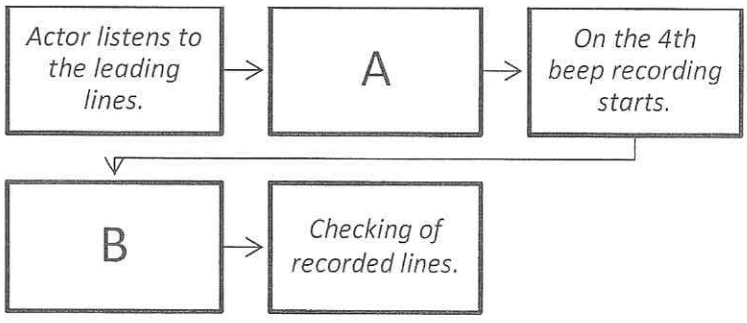
[2 marks]

c) Briefly explain what is an **ADR**?

[2 marks]

d) The following diagram is the process of a typical ADR recording. Please fill in the blank boxes (A and B) with the missing **ADR process**.

[2 marks]



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Question 3

Almost everything you see and hear in media productions has an underscore. Music is elemental. Its sonic combinations are infinite, and its aesthetic values fulfill basic human needs. The production of music underscoring for sound design projects can be composed from the comfort of a home studio through the use of modern technologies such as synthesizers and samplers.

a) MIDI (short for Musical Instrument Digital Interface) is a technical standard that describes a protocol, digital interface and connectors and allows a wide variety of electronic musical instruments, computers and other related devices to connect and communicate with one another.

A single MIDI link can carry up to sixteen channels of information, each of which can be routed to a separate device.

Explain what is a **MIDI Signal**.

[4 marks]

b) Briefly explain what is **TEMPO** in music and how TEMPO can be used in music underscoring for a sound design project.

[2 marks]

c) Music underscoring consists of adding background music that enhances the content of a scene by evoking a particular idea, emotion, point of view, or atmosphere. Among the function of music underscoring is that it can evoke the atmosphere, feeling and mood of the viewers.

List four (4) **functions of music** in underscoring.

[4 marks]

Continued .....

Question 4

Signal processors are devices used to alter some characteristic of a sound. Generally, they can be grouped into four categories: spectrum processors, time processors, dynamic processors, and noise processors. This question covers signal processors and their general effects on sound.

a) Draw the **dB vs Hz diagram** that shows the segregation of the ranges of frequencies according to

i. Low
ii. Low-Mid
iii. Mid
iv. High-Mid
v. High

[5 marks]

b) Draw the diagram that represents the audio output vs input levels for a standard **LIMITER**. Label the diagram.

[2 marks]

c) Reverberation has 5 points of origins. State **three (3) out of 5 points of the origin** of reverberation.

[3 marks]

Continued .....

Question 5

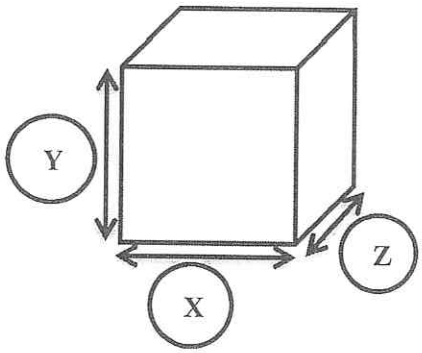
A mix is the combination of all your recorded/edited tracks reduced to two tracks (for stereo playback) or six to eight tracks (for surround playback). The goal of mixing is to create an overall sound in line with the purpose of the song/film/animation/radio program ... and doing that well is an art!!

The following questions will test your understanding on the fundamental of mixing.

a) During mixing, a mixing engineer is required to localize and position the audio contents in **three dimensions**. Using only 2 speakers (stereo) a mixing engineer can simulate three dimensional sounds. The following diagram depicts how a mixing engineer should view sound when mixing.

Label the axis (X,Y,Z) and briefly explain the appropriate technical approach to position the audio content when mixing.

[6 marks]



	Label	Description
X		
Y		
Z		

b) In sound recording and reproduction, mixing is the process of summing a multitrack recording down to mono, stereo, or surround sound print. A **good mix** is consists of several characteristics for the mix to be considered as "industry standard".

List **four (4) of these characteristics** and briefly explain each of them.

[4 marks]

End of Page.